



FALL 2016 GIRLS 14U SOFTBALL LEAGUE

LEAGUE INFORMATION WEBSITE: www.KnoxvilleAthletics.com
<http://girlssoftball.knoxvilleathletics.com>

GAME STATUS WEATHER LINE: 865-215-info (4636) or
www.twitter.com/knoxathletics | [@KnoxAthletics](https://twitter.com/KnoxAthletics)

ENTRY FEE \$500 **Registration Period:** July 1 - 31

SCHEDULE Generally 2 games/week played Mondays-Thursdays,
Games begin Monday, August 15th
Game times are 6pm & 7:30pm (9pm games only if necessary)
Saturday games may be played if absolutely necessary

ELIGIBILITY

1. Age eligibility for this league is what your age is as of January 1 of the current year (2016).
2. All players must attend middle school* (Grades 6 thru 8).
3. **Players may only play on one team (varsity or junior varsity). Any exceptions must be approved by KPRD Athletics. This may be allowed during regular season play, if approved.**
4. **If a player's middle school does not have a team, the player(s) shall play for the nearest middle school or a middle school that feeds to the same high school the student is zoned for that has a team**
5. **Home-school students will play for the middle school they are zoned for. If that middle school does not have a team, then the student will play for the nearest middle school or another middle school that feeds the high school the student is zoned for.**
6. **If the nearest team or school zone team is full, please contact William Anderson at 865-243-4968 for assistance in finding the next closest team.**

*** The use of the term "Middle School" is for geographical eligibility purposes only. Teams in this league are independently formed apart from Knox County Schools, any Parochial or Private Schools, and/or the City of Knoxville Parks and Recreation Department.**

DIVISIONS OFFERED

Varsity Division – A team with one or more 8th grader shall play in the varsity division. Teams without an 8th grader can choose to play Varsity.
Jr. Varsity Division – A team with only 6th and 7th graders may play Jr. Varsity.

EQUIPMENT

1. Bats – See ASA Website for legal/illegal bat list.
2. Balls – Fast Pitch 12", .470 COR, 375.0 Compression Optic Yellow Cover Red Stitch with ASA Logo.
3. Players on Varsity teams may wear steal cleats. JV players may not wear steal cleats.
4. Teams must have like shirts/jerseys

LINEUP / BATTING ORDER

Coaches shall turn in a lineup/batting order to the official scorekeeper (designated by home team) before each game. First name, last name, and jersey number shall be listed.

SHORT HANDED RULE

A team may start a game one player short with the understanding that when the empty slot in the batting order comes up an out will be recorded each time. If a ninth player arrives, that player must be immediately entered into that empty spot.

TIME LIMIT/EXTRA INNINGS

1. Games are scheduled for 7 innings or 70 minutes. No new inning shall start after 70 minutes.
2. If the game is tied after 70 minutes or 7 innings are played, one extra inning will be played using the international tiebreaker rule (the player who completed the last at bat will start the extra inning on 2nd base). In tournament play, the international tiebreak rule will be used in all extra innings until a winner is decided.

ASA RULES

ASA rules will be used with exceptions listed below and in this document.

1. Pitching distances - JV is 40 feet & Varsity is 43 feet
2. All players present at game time may bat (this is at the discretion of the coach. For example, the coach may choose to bat only 9 players or all 11 players who are present at the start of the game.)
3. If batting all players, an "out" is recorded if any player is not able to participate due to reasons such as injury, illness, etc.

RUN RULES

1. Twenty (20) runs after two innings
2. Fifteen (15) runs after three innings
3. Twelve (12) runs after four innings
4. Eight (8) runs after five innings

COURTESY RUNNERS

A courtesy runner may be used to replace the pitcher and catcher. The courtesy runner shall be the player who made the last out.

INFIELD PRACTICE

No infield practice.

COMPLETING SUSPENDED GAMES

Any game suspended will be completed from the point of interruption. When all players present bat, the coach may remove players not present from the original batting order or replace original players with players present at the makeup game.

COACHES

Each team is allowed 2 adult coaches and 1 scorekeeper in the dugout. **All coaches must have passed national background screening and signed concussion education form and sudden cardiac arrest form.**

GAME PERSONNEL

A. 2 umpires will be scheduled for each game. A game may begin with 1 umpire. In the event that one team must forfeit due to lack of players, umpires shall not officiate a scrimmage.

B. Official Scorebook – The Home team will be in charge of keeping the official scorebook

FALL BREAK / LEAGUE CONCLUSION

The goal is for league games and the tournament to be completed by October 7th, before Knox Co. Schools Fall Break.

TOURNAMENT

1. Players must have played in six league games of the ASA 14U League to be eligible for the City Tournament unless they have a documented injury/illness statement signed by the player's attending physician.
2. Seeding will be based upon win-loss record. If tied, the tie will be broken in the following order:
 - a. Head-to-Head
 - b. Runs Allowed
 - c. Runs Scored
 - d. Coin Toss

****Note Head to Head tie breaker will drop if there are three or more teams with same record***

3. Tournament Format will be double-elimination.
4. City Tournament make-up games will use Saturdays if necessary.

JEWELRY

1. No jewelry is allowed except Medical Alert bracelets or necklaces.

PROTEST PROCEDURES

1. The City of Knoxville Parks and Recreation Department will settle all disputes, misinterpretations of rules, etc., arising from the games. The official ASA Rule Book will be used when a misinterpretation of a rule occurs.
2. In order for a legal protest to be filed, the following steps **MUST** be followed.

- a. Protest must be made to the Umpire-in Chief orally at the time they occur. If the protest is on player eligibility, the player must be on the field playing at the time of the protest.
- b. A fee of \$50.00 (cash) must be given to the Field Supervisor upon filing the protest with the Umpire-in-chief.
- c. The Field Supervisor will settle protests on eligibility at the time they occur.

Caswell Park Rules

- 1. No pets.**
- 2. No explosives.**
- 3. No alcoholic beverages and/or drugs (includes parking areas) or tobacco products.**
- 4. No coolers or outside food/beverages.**
- 5. No fighting, profanity, or loud threatening language.**
- 6. No hitting into the fences.**
- 7. Warm up in designated grass areas between the fields.**
- 8. No vulgar or sexually suggestive wording on the uniforms.**
- 9. \$1.00 admission for all players, coaches, spectators, ticket will be redeemable in the concession stand.**
- 10. When lightening is in the area, EVERYONE, is required to go to your cars and wait for the all clear to resume play or the games are postponed for the night.**

• **Lightning Policy**

- If lightning is seen, all players/coaches/fans should go to their cars
- Play will not begin until 30 minutes after the last visible lightning strike

• **Physical & Verbal Abuse Policy**

- Governs player, coach, and spectator behavior. KPRD Athletics will follow the policy with suspensions. Violators may appeal the decision to discuss the situation and request a possible reduction.